

Bluenn Rouzic

2D-3D Artist

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Visual development

Hand-painted texturing

Background / Matte painting



Part I : Graduation short film



"Patte-Blanche"

Directed in team with Charlotte Mus, Léa Renard, Tanguy Drapier, Kimthu Sicart-Durand, Déborah Sans, Gabriel Pierre-Jean, Louis Bouet.

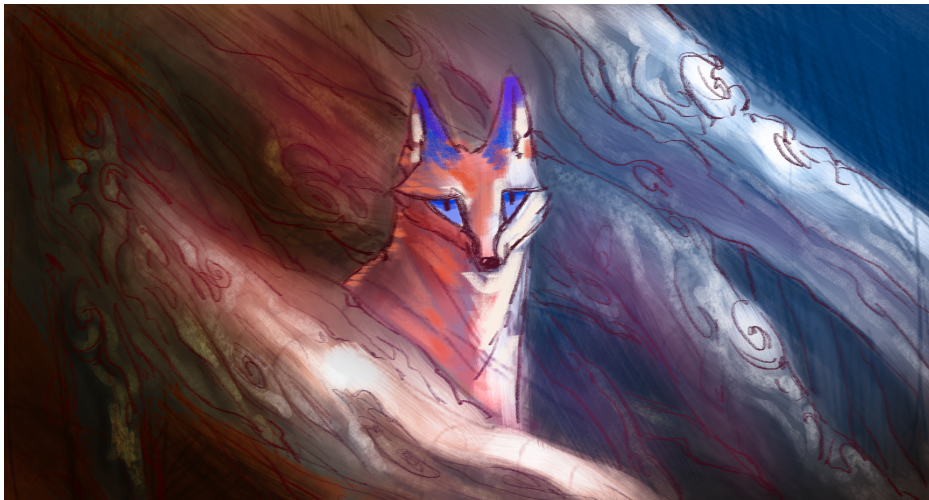
Keyshot painting



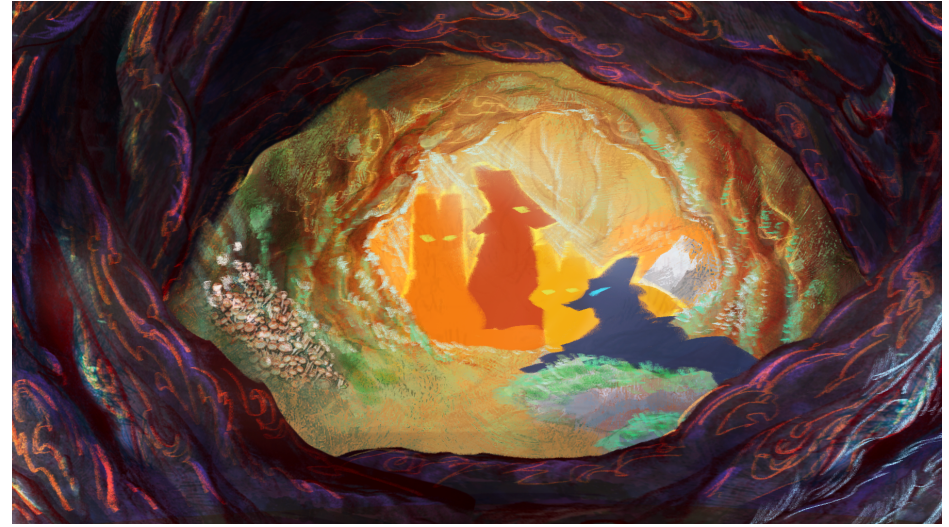
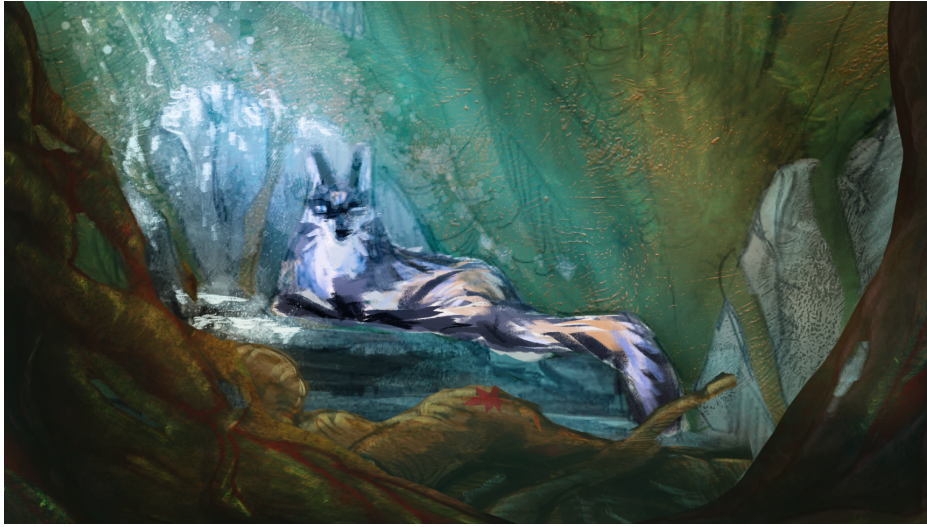
Keyshot painting



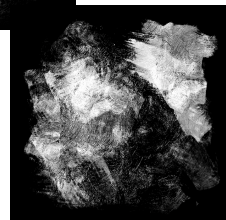
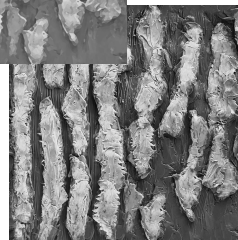
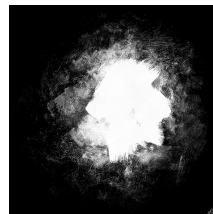
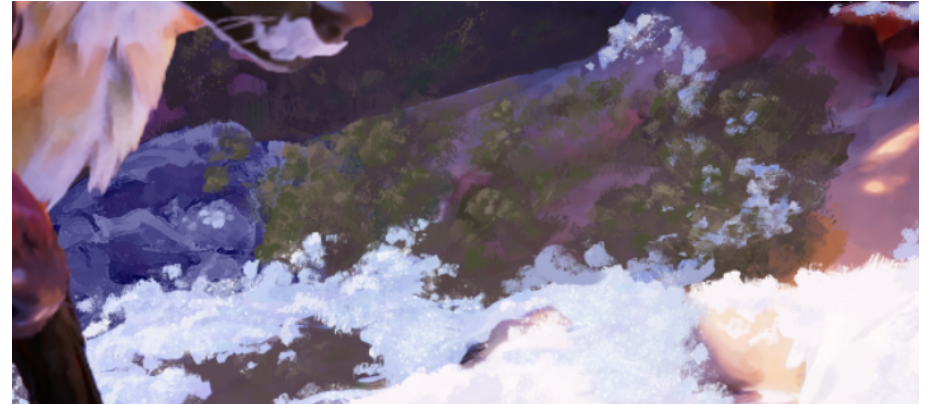
Quick concepts



Quick concepts



R&D, Brushwork and designs



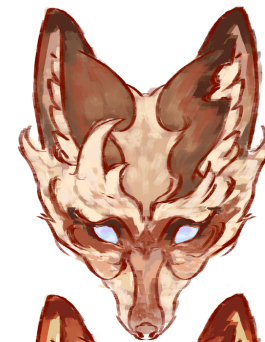
R&D : disguise toolbag



Character designs : the foxes



Character designs : the foxes





Groom & texturing process of the main character, in disguise.



The Fox of leaves

A disguise made of leaves



Grooming and texturing leaves

Final render



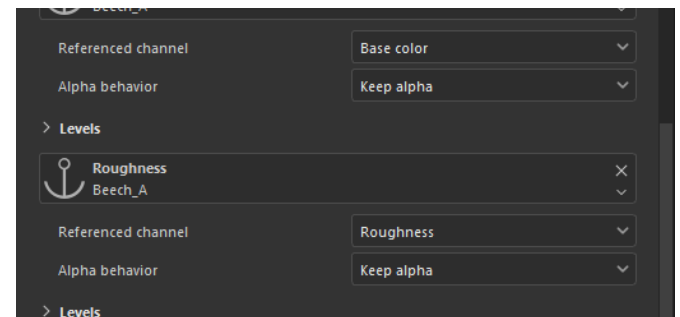
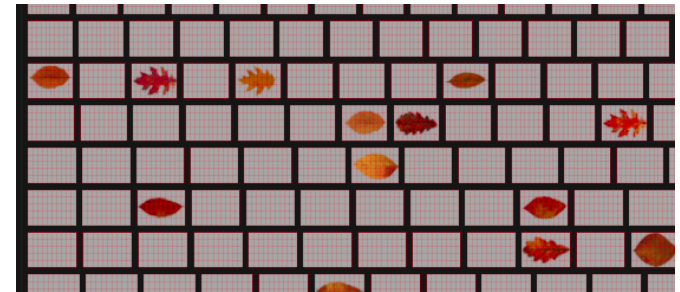
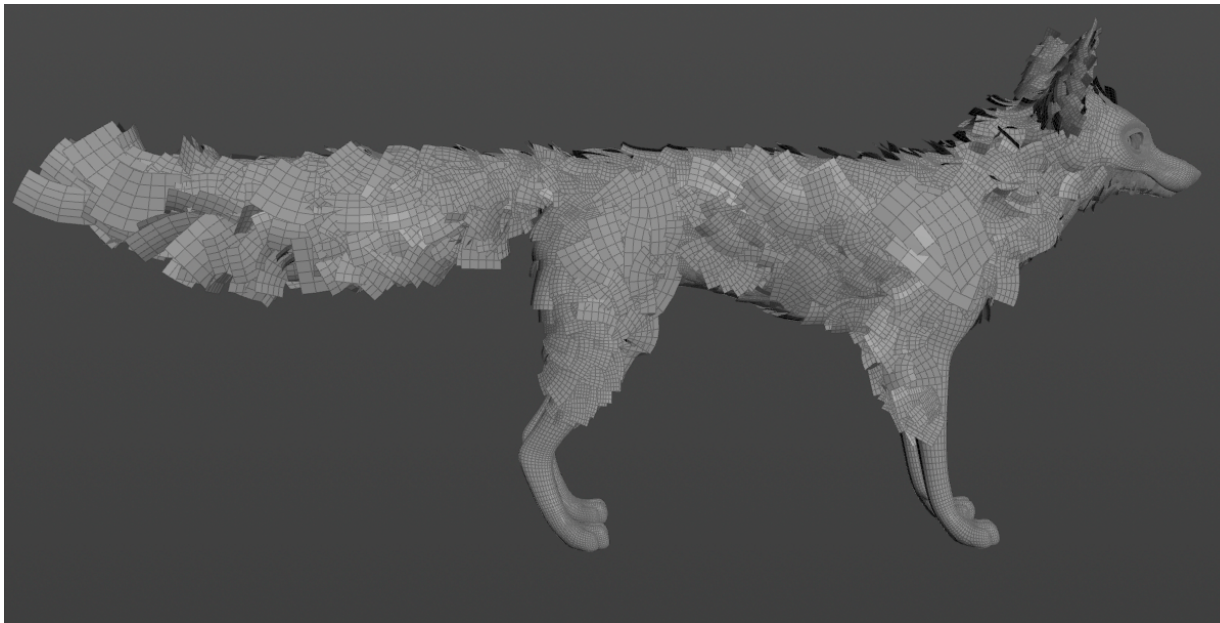
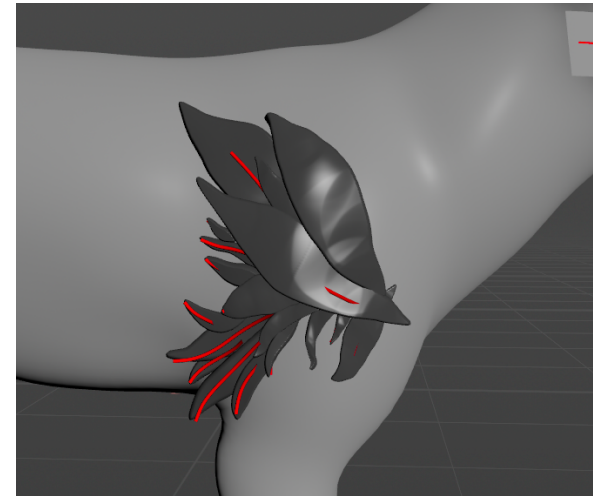
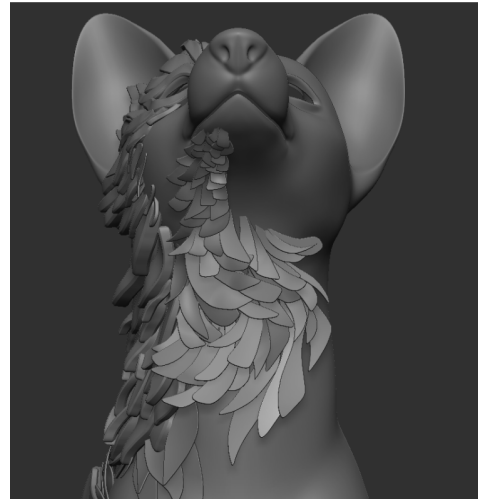
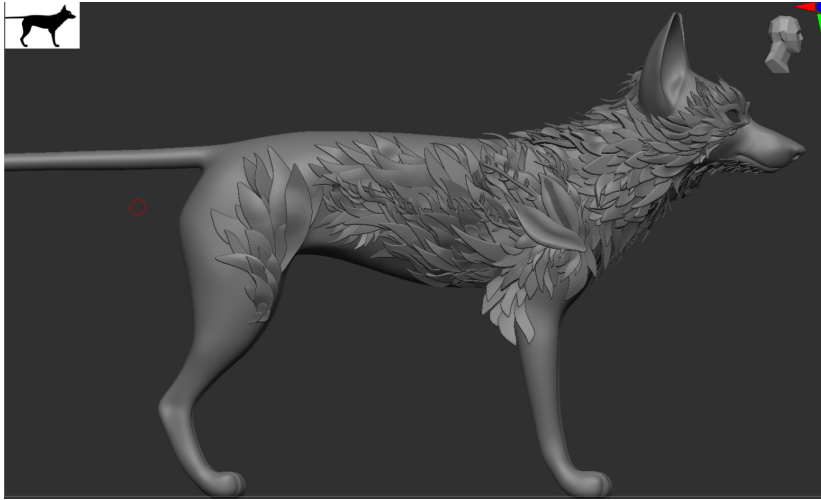
Hand painting the leaves in Photoshop

1.Painting the diffuse map. 2.Generating the roughness and alphas. 3. Painting the height maps



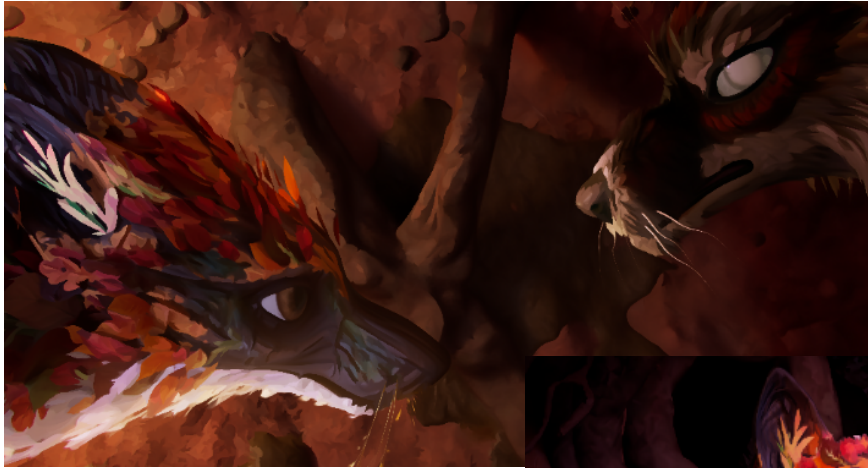
Groom in Houdini - Texturing in substance painter

1. Modelling a proxy in zbrush. 2. Generating the cards in Houdini. 3. Painting and stamping in Substance 3D Painter



Final Images

1. Final shots rendered in Nuke with the “Kuwahara” filter for pushed painterly look.



Matte painting - Compositing in Nuke



Matte painting in Photoshop - Compositing in Nuke



Matte painting in Photoshop - Compositing in Nuke





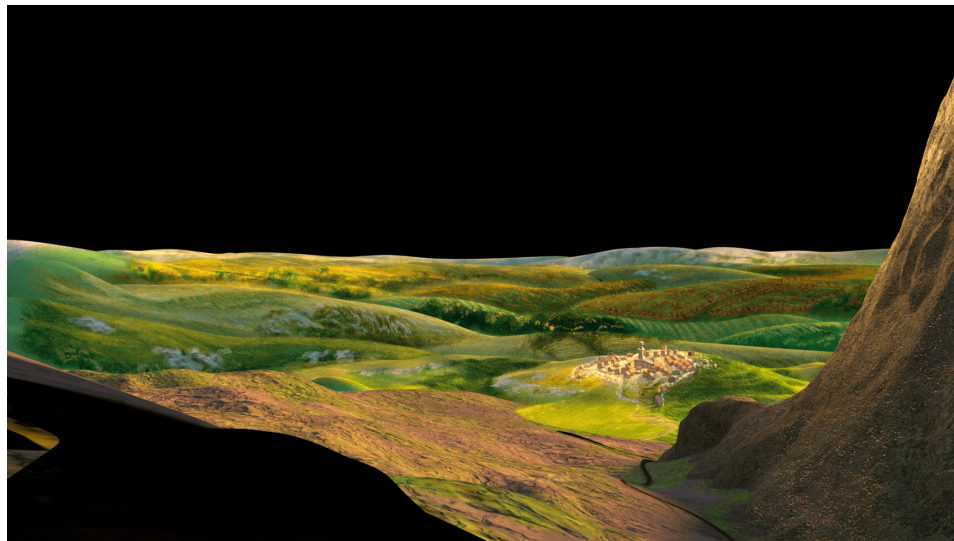
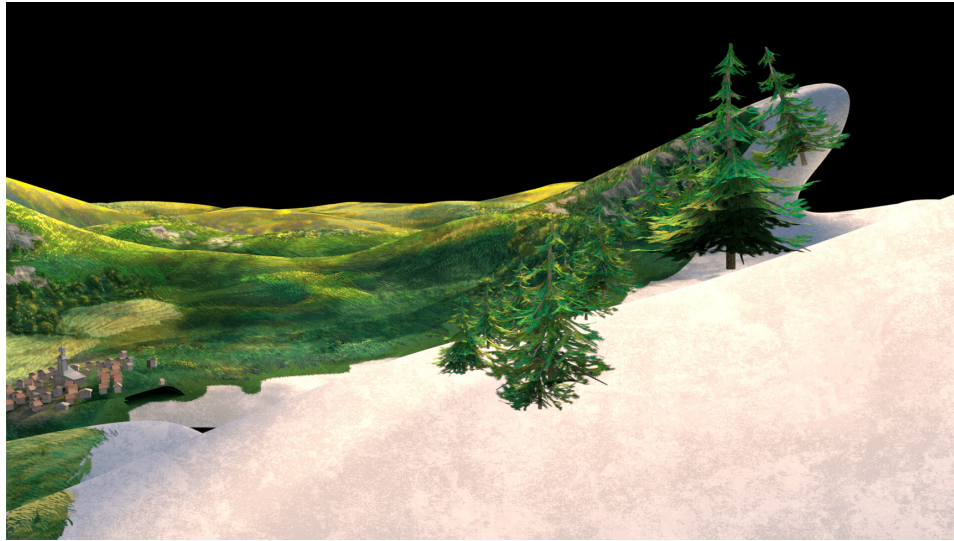
Swiss Delivery Service

Bumper, commande pour la 8ème édition du festival Animation First à New York.

Matte painting, camera mapping, props and environment design, Environment/props modelling



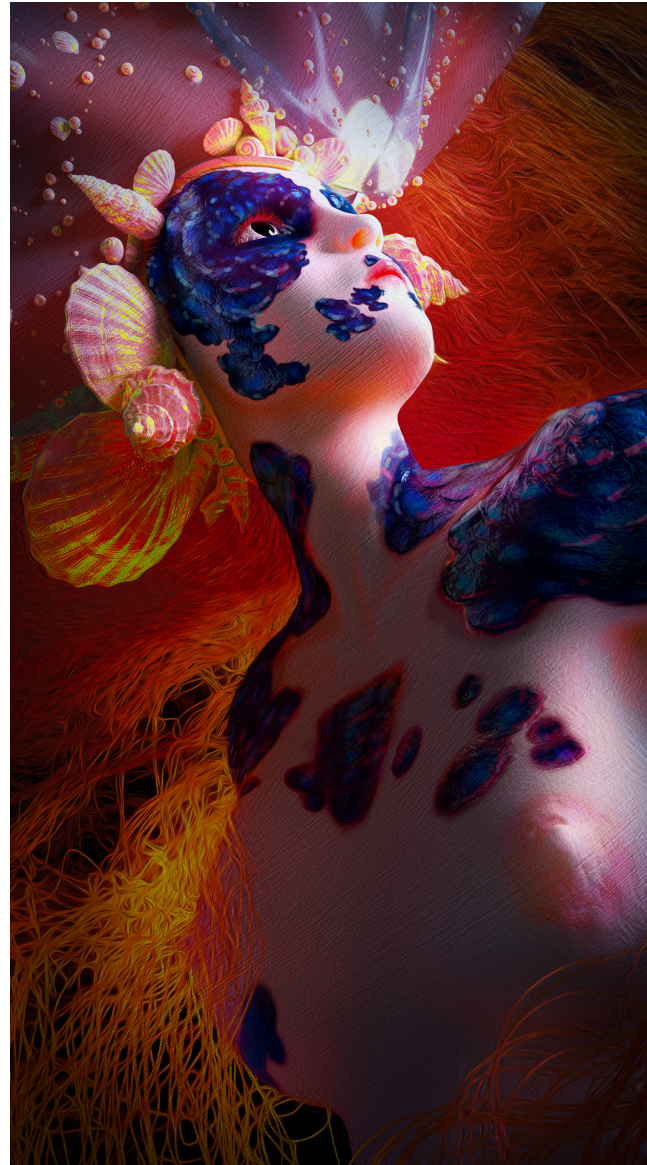
Painting in photoshop / camera mapping in Maya



Photoshopping every paintings in one final piece

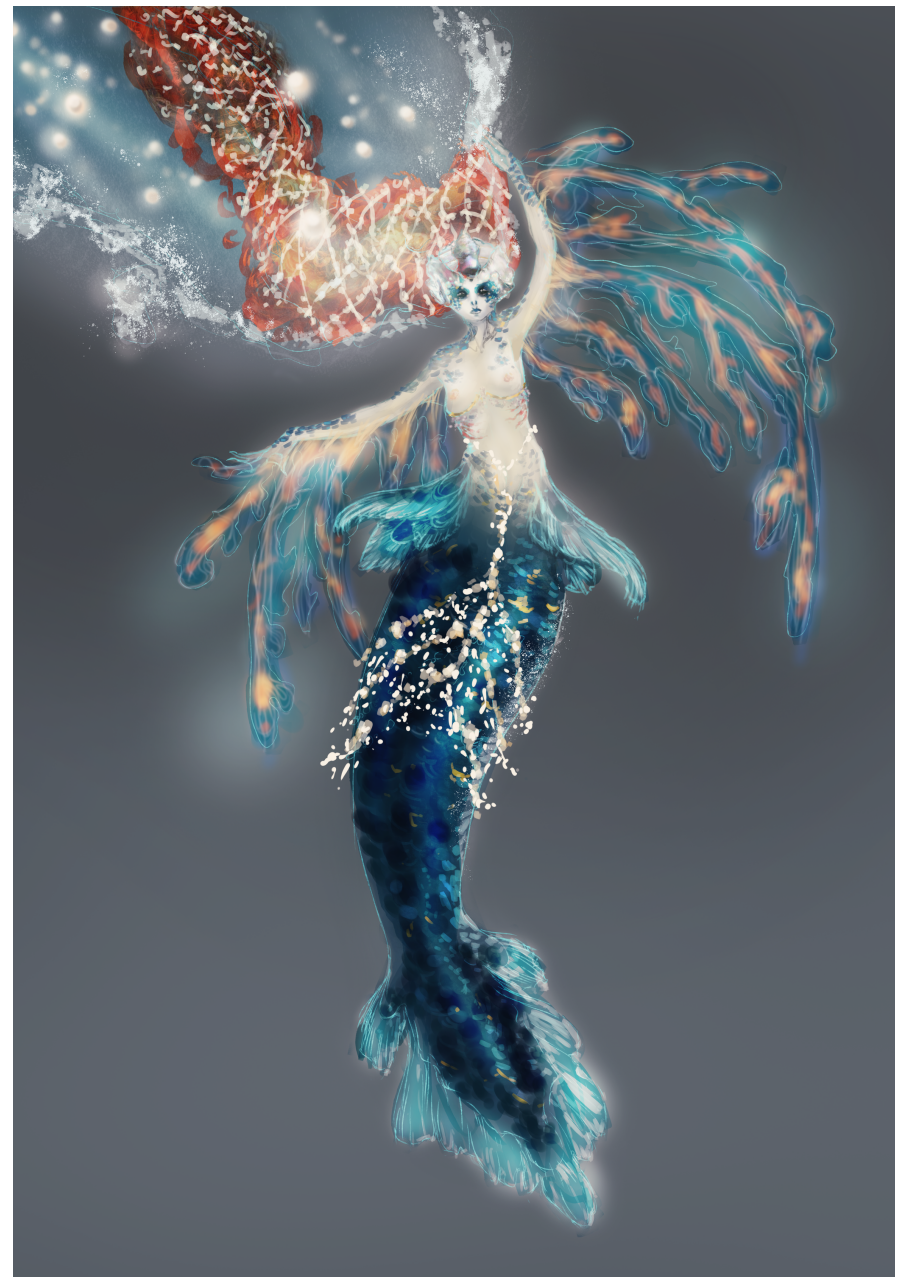
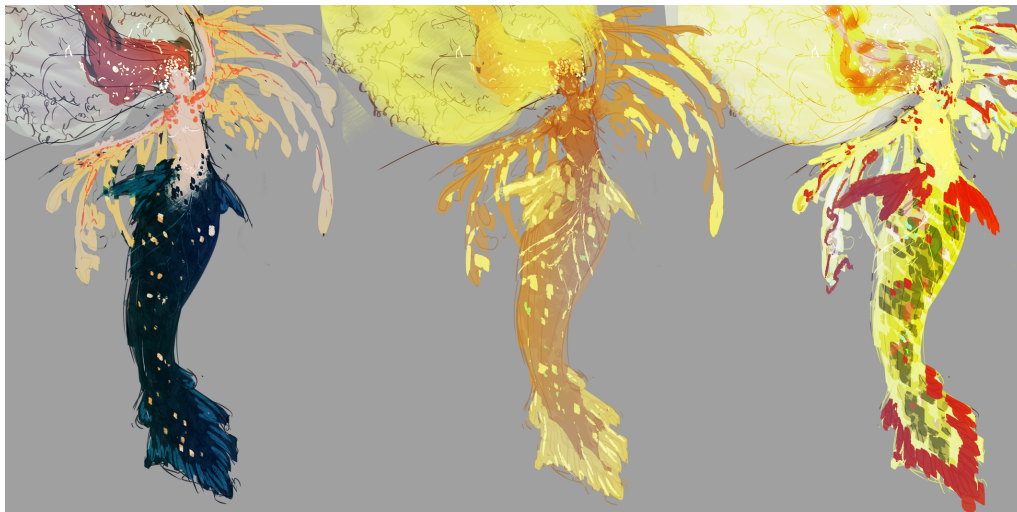


La sirène : visual development and 3D character making

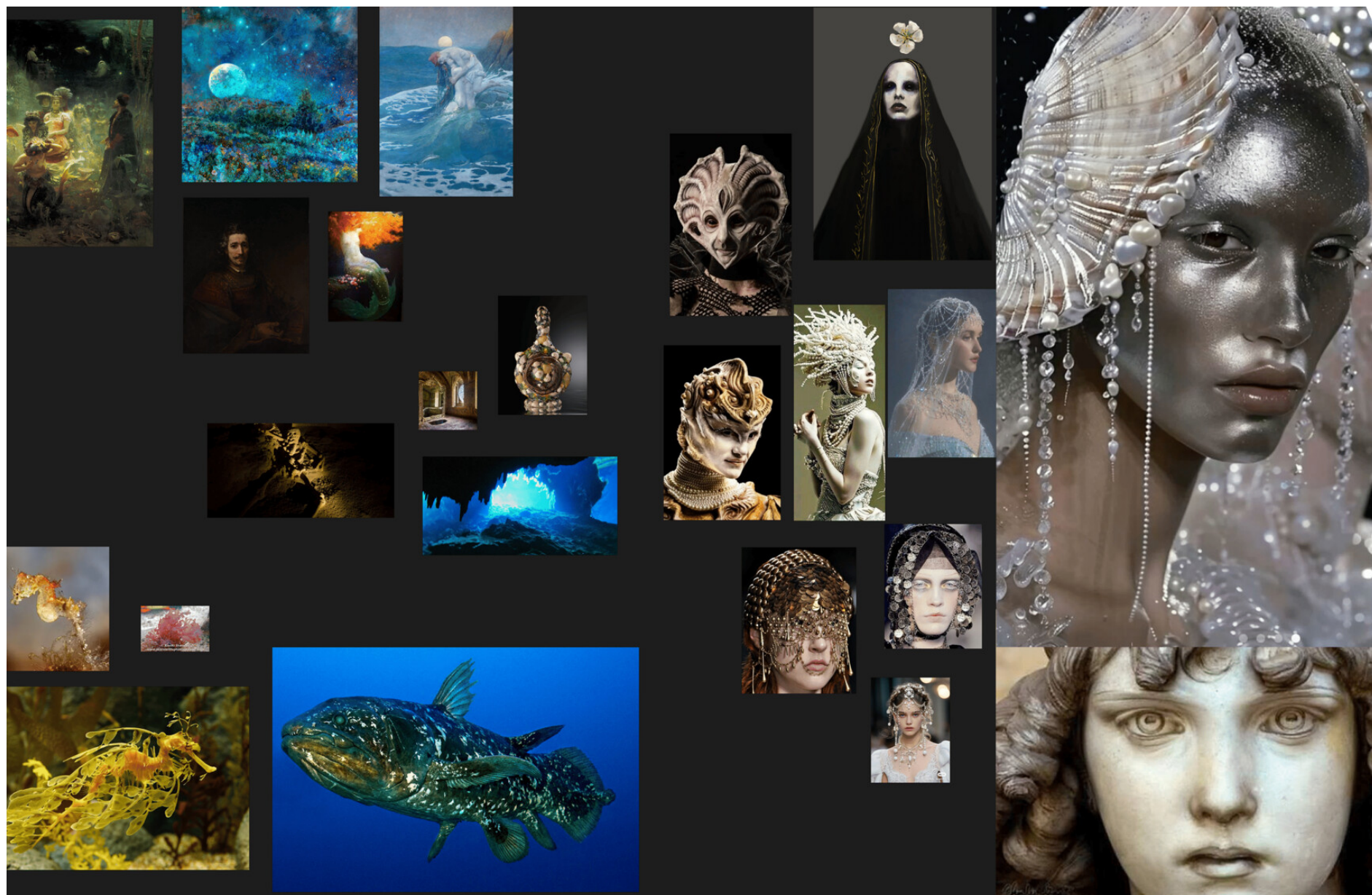


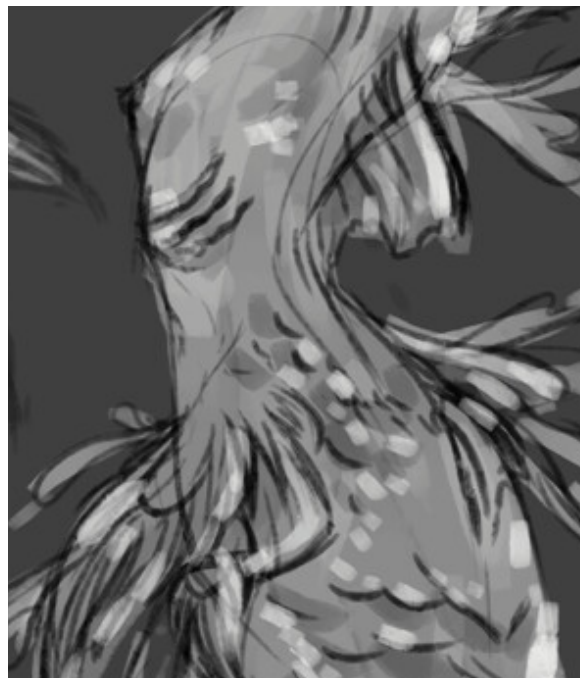
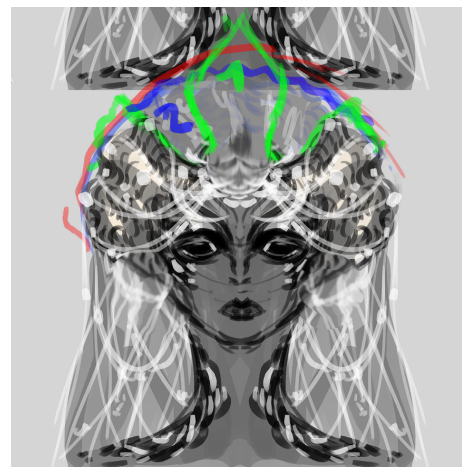
Brief

Exercice clef de 4ème année, le “monstre” est une ré-interprétation d’un monstre de conte de fée. J’ai choisi de réaliser une sirène, belle et magnétique.



Moodboard

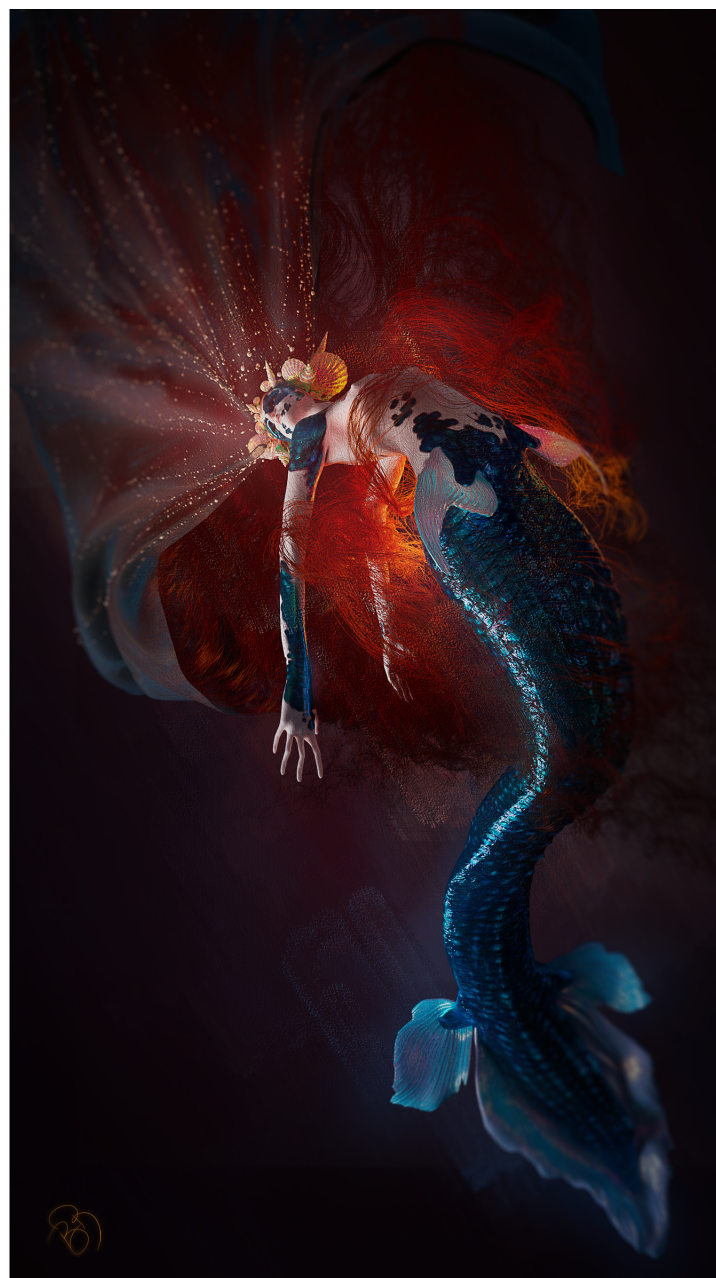








ZBrush
Maya
Houdini
(Hair /Cloth
simulation)
Substance
painter
Renderman
Nuke
Photoshop





Personnal projects



Aquilupus Excelsus

“On the mountainside, the Prince’s mount was galloping at a furious pace. He was reaching the ridge when the boy saw the King’s armies sweep down upon him, covering the opposite slope, red with sunlight and glittering with bristling blades. The exhausted horse collapsed.

The Prince was lost.

Sudden as lightning, a black shadow burst through the clouds and landed beside the young man. The wolf-beast, with immense wings and a gleaming coat, brushed the cheek of His Highness—the Prince of our blood—with its beak. The proud creature bowed in a noble reverence, and it was seen rising slowly into the sky with its rider, before disappearing toward the Eternal Mountains”.

From Accounts and Memoirs of the War of the
High Plateaus, Chronicles of the Barons of
Blanche-Fleur

Name: Aquilupus Excelsus / the Eagle-Wolf

Size: 1.90 to 2.40 m

Habitat: high rocky summits (cold, dry) of the Capricant Cordillera



Aquilupus Excelsus

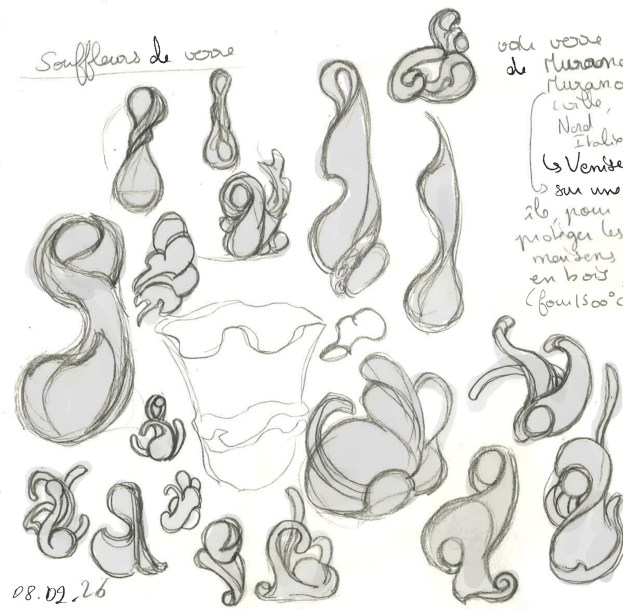


Aquilupus Excelsus

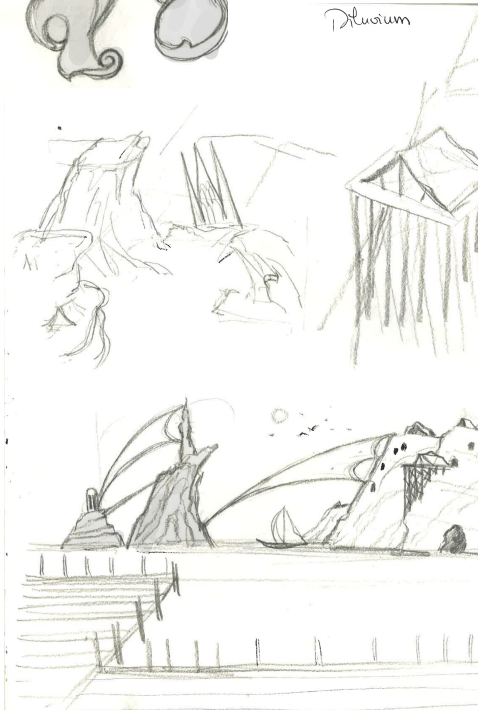
J'explore un univers médiéval et post-apocalyptique né d'un grand déluge. Une nouvelle civilisation vénère les vestiges de son passé oublié et craint superstitieusement l'Océan.



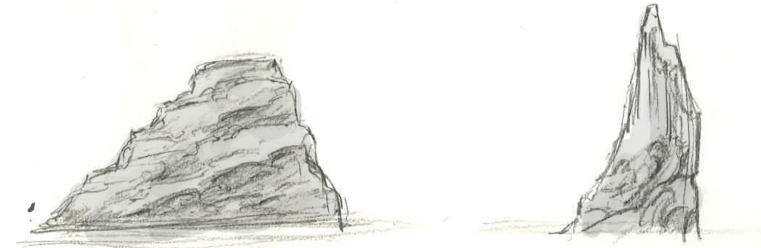
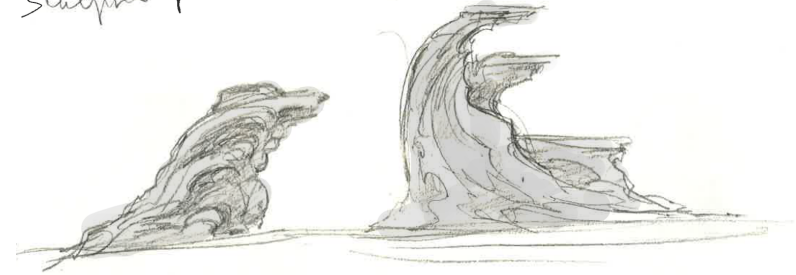
Aquilupus Excelsus



Diluvium



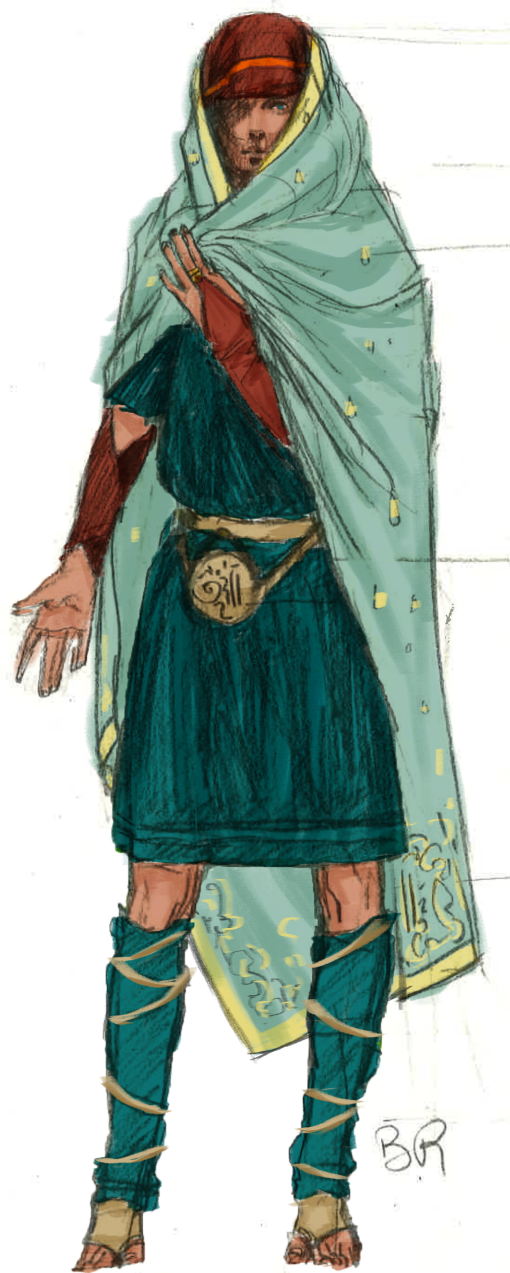
Rocks
Sculptés par l'eau & par la main de l'homme



BB Diluvium (open world?)

Falaise
Littoral 13
02
26

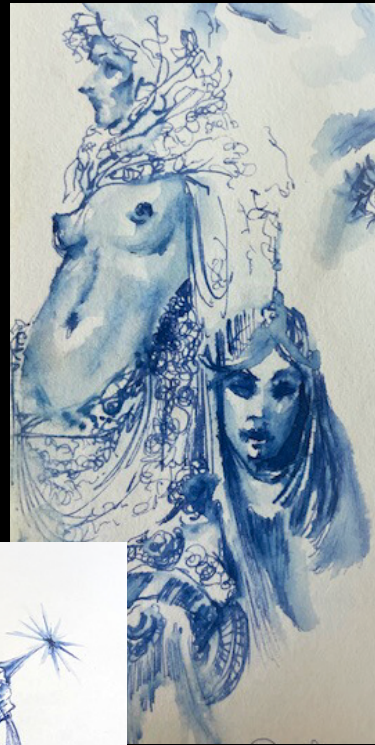
Aquilupus Excelsus



Personnal drawings



Personnal drawings



Personnal drawings



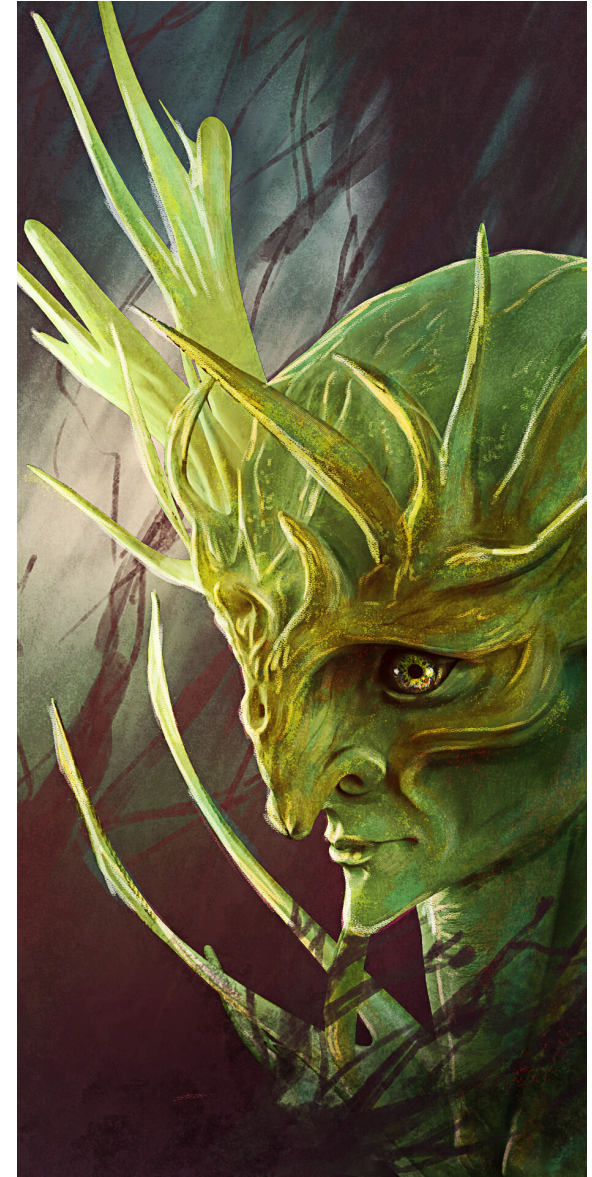


EARLY RESEARCH FOR KATANA CRIMSON

Costume design



6-hours challenge : 2D/3D workflow Zbrush, MAYA Photoshop



3-hours challenge



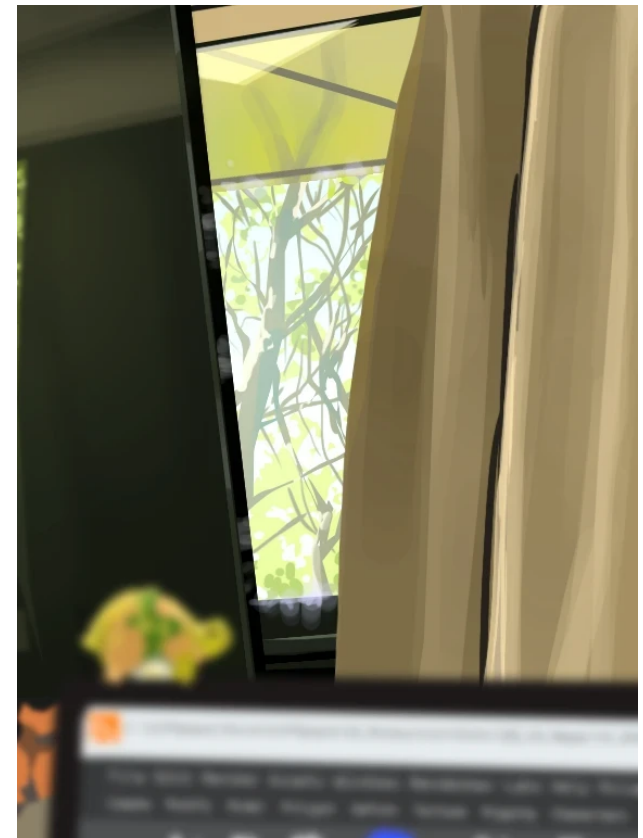
“Umeshu lovers” challenge



Master studies

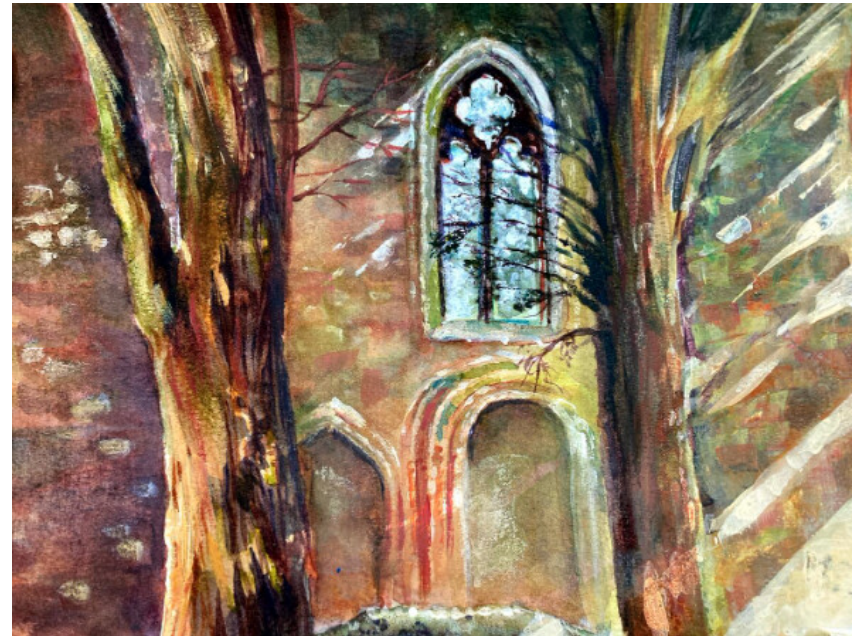
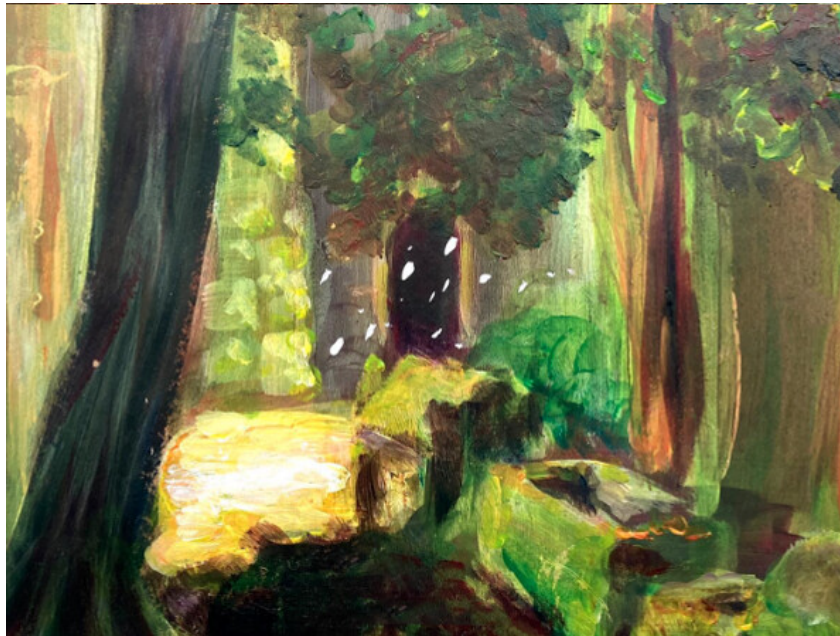
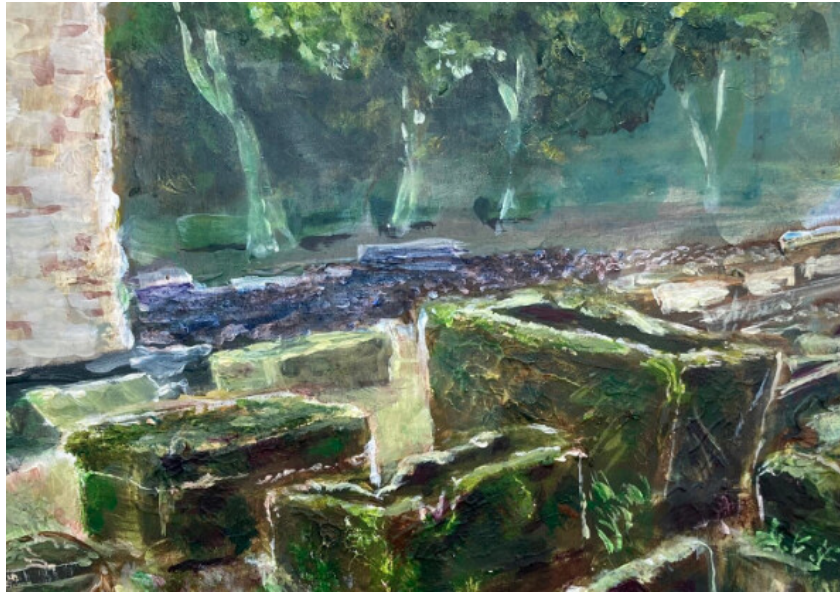


James Gurney



Trying an Alberto Mielgo method

Plein-air studies



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